

TIME OUT



This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.



Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

TIME OUT

December
1992

NO ONE CAN CATCH ME UP !!

FINAL LAP 3

Four European Courses Available

Each player can select his/her favourite course from 4 newly designed circuits. One course is finally decided by a majority vote.



SPAIN



SANMARINO



ENGLAND



FRANCE



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Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410



Something's Fishy with William's Newest Pinball

From tip to tail, **FISH TALES™** is the Catch of the Year! With fishing rod grip shooter, revolving bait-casting reel, fish finder and a flapping 12-pound

walleye on top, **FISH TALES** is packed to the gills with features sure to please any angler.

Stretch the Truth - Catching a fish at the left or right target banks lights "Stretch the Truth" lamps for a chance to multiply fish values up to 5X actual score.

Rod and Reel - Shots to the Casters' Club locks balls in the Fishing Reel. Three balls locked starts Multi-Ball®.

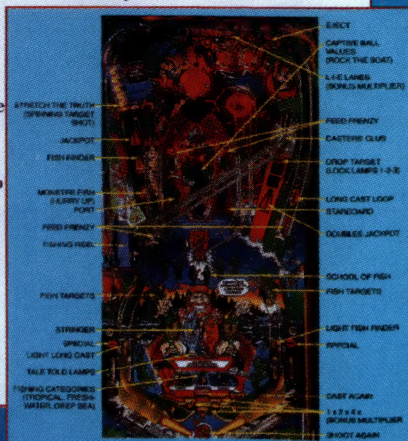
Boat - Making Port and Starboard boat shots lights "Monster Fish" bonus (Hurry-up). The Captive Ball in the centre of the boat is advanced by making Long Cast

loop. Score lit value by hitting the Captive Ball; values are Hold Bonus, Lite Video Mode, Rock Boat, Lite Extra Ball, and Instant Multi-Ball.

Video Mode - allows players to torpedo speeding boats and watercraft in an overcrowded lake. Operators will

appreciate **FISH TALES** with a tru-pitch™ level installed to facilitate Williams' easy game setup, and the new pivoting playfield mount which gives them access to every location on both sides of the playfield. **FISH TALES** also features the new opto-flipper button switch and computer-style electrical line cord sets.

FISH TALES. Don't go overboard, just be certain this is the one that **DOESN'T** get away.



TIME OUT

Virtua Racing

A newly developed CG BD is incorporated!



THE LATEST TECHNOLOGY AND STATE OF THE ART GRAPHIC PROCESSING REPRODUCES AN ULTRA-AUTHENTIC RACING ATMOSPHERE!



Enjoy the excitement of racing as you watch the Wide Vision Monitor!

A Wide Vision Monitor which has the same screen size ratio (horizontal/vertical) as the much talked about High-vision type is adopted, thus allowing for a faithful simulation of "real" scenery and the actual feel of speed. Fantastic CG power processing 180K polygons per minute!

The newly developed CG Board permits smooth 3-D processing different from the conventional kind, to be reproduced, enabling the female customers, beginners and avid fans to experience the maximum thrill in simulated driving realism.



Watching an on-the-spot telecast on the upper monitor lets the onlookers also join in the fun.

Employing the communications function adds further excitement!

- Enemy machines other than the competitors constantly vying for the lead gives the unit its air of genuineness.
- Features real time racing and prominently displayed finishing positions.
- A course which is selected by the majority of participants and...
- Utilises a communications function which allows up to 8 persons to compete simultaneously.



TWIN TYPE



The Virtua Button lets you select from among 4 perspectives!

By operating this button, enjoy 4 different perspectives as seen from a position high above - to that as viewed from the driver's eyes.



Select one from among the 5 courses available (BEGINNER, MEDIUM, EXPERT).



DLX TYPE

Seat position adjustment button



V.R. button

Cabinet with a lifelike cockpit! Due to the adoption of an authentic driver's seat and a butterfly shaped shift system, not to mention the colorful appearance, it's guaranteed to attract the attention of the young in particular.

Experience a G-force sensation with the High Response Drive System! The special Air Drive System incorporated in the seat permits the player to feel the G-force working sideways when the machine turns a corner at high speed... a feature that is sure to give you the ultimate in videogame fun.

SEGA

TOKENS SELL

Standard 20c Tokens available in two different types. Top quality nickly/silver minted or Stainless steel.

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Spiderman	offers
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Tank Force	\$400
Asterix	

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SELL

Off Road - 3 player with track pack \$3500

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SELL

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BUY PINBALLS

Terminator 2
Addams Family
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Defender PCB's or complete games wanted in working order
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Diner	\$3500

Ph 0-7-849-1359

Ph 0-7-346-3783

CHARTS

Australia (as published in Leisure Line)

Dedicated Games

1. Sega 'Virtua Racing'
2. Midway 'Mortal Kombat'
3. Namco 'Final Lap 3'
4. Namco 'Suzuka 8 Hours'
5. Sega 'Stadium Cross'
6. Jaleco 'Arm Champ 2'
7. Atari 'Mad Dog McCree'
8. Taito 'Sonic Blastman'
9. Midway 'Terminator 2' gun
10. Namco 'Starblade'

Conversion Games

1. Capcom 'Warriors of Fate'
2. Capcom 'Street Fighter II CE'
3. Seibu 'Cup Soccer'
4. SNK 'World Heroes'
5. SNK 'Art of Fighting'
6. Capcom 'Varth'
7. Konami 'Bucky O'Hare'
8. Capcom 'Knights of the Round'
9. Taito 'Blandia'
10. Capcom 'Captain Commando'

Pinballs

1. Williams 'Fish Tales'
2. Bally 'The Addams Family'
3. Bally 'Black Rose'
4. Williams 'The Getaway'
5. Williams 'Terminator 2'
6. Williams 'Hurricane'
7. Bally 'Party Zone'
8. Bally 'Dr Dude'
9. Bally 'Gilligans Island'
10. Williams 'The Machine'

USA (as published in Replay)

Conversion Games

1. SNK 'World Heroes'
2. SNK 'Art of Fighting'
3. Capcom 'Street Fighter II'
4. McO'River 'Aero Fighters'
5. Irem 'Undercover Cops'
6. Technos 'Wrestlefest'
7. Namco 'Steel Gunner 2'
8. Fabtek 'Raiden'
9. SNK 'King of the Monsters 2'
10. Irem 'Atomic Punk 2'

Dedicated Games

1. Williams 'Mortal Kombat'
2. Capcom 'Street Fighter II CE'
3. Konami 'Lethal Enforcers'
4. Midway 'Terminator 2'
5. Konami 'Sunset Riders'

Best Deluxe Videos

1. Sega 'Virtua Racing'
2. Namco 'Suzuka 8 Hours'
3. Sega 'Stadium Cross'
4. Namco 'Final Lap 2'

Pinballs

1. Midway 'Addams Family'
2. Williams 'Fish Tales'
3. Data East 'Lethal Weapon 3'
4. Gott/Prem 'Cue Ball Wizard'
5. Williams 'Terminator 2'
6. Williams 'Getaway'
7. Midway 'Black Rose'
8. Williams 'Fun House'
9. Data East 'Hook'
10. Gott/Prem 'Super Mario Bros'

Japan (as published in the Japanese Game Machine Magazine)

Conversion Games

1. SNK 'Art of Fighting'
2. Capcom 'Street Fighter II CE'
3. Sega 'Golden Axe II'
4. Namco 'SWS 92 Heavy Fighting'
5. Capcom 'Quiz Capcom World 2'
6. Namco 'Quiz Makyu's Adventure'
7. Namco 'Fighter & Attacker'

8. Banpresto 'Macross'
9. Alpha/SNK 'World Heroes'
10. Capcom 'Street Fighter II'

Dedicated Games

1. Sega 'Virtua Racing (Deluxe)'
2. Namco 'Coca Cola Suzuka 8 Hrs SD'
3. Namco 'Final Lap 3'

4. Namco 'Suzuka 8 Hours DX'
5. Sega 'Stadium Cross'
6. Sega 'Rail Chase'
7. Namco 'Final Lap 3 (Standard)'
8. Taito 'Operation Gun Buster'
9. ALG/Capcom 'Mad Dog McCree'
10. Taito 'Double Axle'

UK (as published in Euroslot)

Conversion Games

1. Capcom 'Street Fighter 2 CE'
2. SNK 'World Heroes'
3. Seibu 'Olympic Soccer'
4. Taito 'Euro Champ'
5. Taito 'Football Champs'

Dedicated Games

1. Namco 'Suzuka 8 Hours'
2. Namco 'Driver's Eyes'
3. Midway 'Mortal Kombat'
4. Sega 'F1 Exhaust Note'
5. Namco 'Final Lap II'

Pinballs

1. Williams 'Fish Tales'
2. Bally 'Addams Family'
3. Data East 'Lethal Weapon 3'
4. Williams 'Getaway'
5. Midway 'Terminator 2'



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South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410



Coin Cascade Ltd
It's Management and the Workers
It's Agents

Spacetec
Magenta Coin
Auckland Coin

Wish all our readers a

**Happy and Safe Christmas
and New Year**



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1 Chaston 500 wide steel door ave mech excellent condition	\$1100
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20x Machines Pool Table
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SELL

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PERSONAL PROTECTION

DYE WITNESS IS HERE!

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1 Taxi (Williams 1988)	\$2000
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All Plus GST

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1 Operation Thunderbolt
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1 Turtles 26" 4 Player Cabinet

All \$1400 each plus GST

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CHRISTMAS SPECIALS

1 Attax	1 Arch Rivals
1 Blood Brothers	1 Golden Axe
1 Last Day	1 Wrestle Fest

Normally \$3290

Now Only \$2900

1 Final Blow	1 Gun Dealer
1 Three Wonders	1 Wrestle Fest
1 Xexex	1 3P Panel

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1 Varth	Panel)
1 Search & Rescue	1 Tank Force

Normally \$4620

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1 20" Chase HQ	1 20" Operation Wolf
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3 Asterix	\$1000
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1 Rally X	\$200
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1 Simpsons (4 player)	\$900
2 Sunset Riders 2P	\$1450
2 Sunset Riders 4P	\$1450
1 Super Pang	\$550
1 Tank Force	\$650
1 Three Wonders	\$1450
1 Twin Cobra	\$300
1 US Navy	\$800
1 Varth	\$1800
1 Vendetta (4P)	\$1350
1 Vigilante	\$150
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The Machine	\$4500
Taxi	\$2500
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New Zealand News

The Pinball Company

This new North Island based company has just completed signing up all its locations with site contracts. How is it that a relative new comer to the industry is able to do what other operators seem to find impossible. Site contracts must become a necessity for all operators.

Rotorua

Welcome to newcomer Hugh Bruton who has recently purchased the 'Lunar Park' Amusement Centre in Rotorua. Rotorua has three top class centres with Lunar Park, Merlin Amusements and Fred Richmond at the 'New Image' centre.

On The Move

The Apollo Arcade has shut up shop at one address and moved just down the road in New Plymouth. Must be keeping the staff busy.

Mike Nixon arcade operator and top class 10 pin bowler has moved northwards. Seems the lure of all that Auckland sun means that Mike will be operating more out of the top of the North Island from now on.

Home Hire

This is an area that many operators differ on. Overseas this is big business and as teenagers become more familiar with video games it creates a golden opportunity to 'extend' the life of older cabinets.

Wellington

Tony Focus has had a run of bad luck lately and this trend was looking set to continue when he recently experienced a number of cash box break ins.

In one location he shares with another operator the thieves actually had to walk past a

number of other units to break into Tony's. As we all understand it is not the money loss by itself but the damage caused to good units that really costs (two new sides needed for these cabinets).

The police were called and they immediately informed the local banks. Imagine the surprise of the 'people now helping the police with their enquires' when they went into their local bank to swap large amounts of coin and were held until the police arrived. As this sort of crime tends to be committed by the same group (especially the children that under existing legislation can not be arrested as they are too young) Tony has probably seen the last of this problem for a while BUT it is Christmas and this is generally the worst time of the year for break ins.

Napier

Jim McKereth has recently installed a giant 'King Kong' corrugated iron sculpture on the top of his 'Hive Arcade' in Napier. As well as being large it must be fairly heavy and not likely to blow away in that windy city.

Virtual Reality

This product will be seen in NZ before Christmas. A new company to our industry has apparently licensed the English version and will be setting up these units and selling them throughout the country.

Lower Hutt could be one of the first to see this system with units apparently being installed along with the new 'Multy Plex'. These units will run out at over \$100,000 per unit and from overseas reports you need to link at least two units together to really earn the money. I cannot see this as a threat to our street locations yet.



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NEW PCB's NOW IN STOCK

PRICE INCLUDES: MYLAR AND TWO PLAYER LOOM

Mortal Kombat

(Two player dedicated)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

-Top earner, a must for Christmas.

\$7950

Sreetfighter II - CE Upgrade Kit

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

- Capcom upgrade kit for SF-CE
- Details page 17
- Available mid-end December.

Warriors of Fate

(Capcom)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Warriors fighting to protect their homeland.
- Available with an extra-ordinary sound system.

Final Lap 3

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

(Dedicated - 2 player cabinet sitdown)

- Top earnings continue with this interactive driver
- Producing first run during December
- Game review page 10.

Virtua Racing

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

(Delux or Twin Interactive Sitdown)

- The hit of JAMMA and AMOA Shows
- A taste of the new era in equipment
- Imported to order
- Game review page 11.

NEO-GEO KITS

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

"Viewpoint"

- complete with a one slot kit **\$1990**

"View point"

- complete with a two slot kit **\$2090**

NEO-GEO GAMES

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

"Viewpoint" - space action

"Fatal Fury II" - combat/martial arts (details pg 17)

"Super Side Kicks" - soccer game

"Art of Fighting" - streetfighter style

"World Heroes" - combat

Pocket Gal Delux

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

- a continuation of this popular pool game

\$1830

ADD G.S.T. TO ALL PRICES IN THIS BOOK



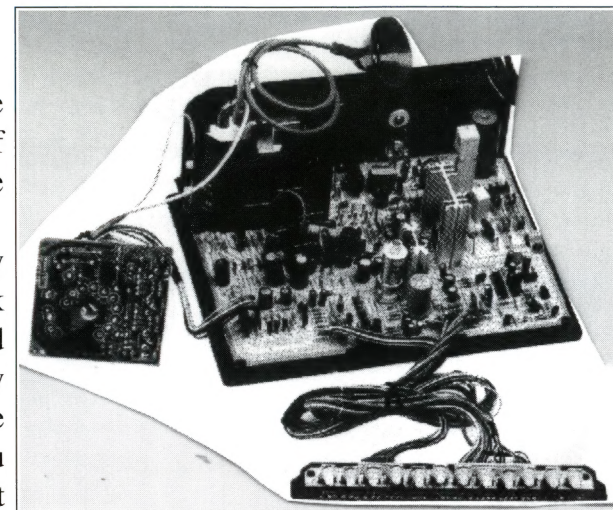
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SERVICE UPDATE

Warranty

To facilitate the quick turnaround of service work please note:-

All Warranty work must be sent back to Coin Cascade and must be accompanied by the appropriate invoice for these goods. If you have any doubt about whether goods qualify for 'Warranty' work please check your Coin Cascade "Warranty" card or contact your local agent.



are asked to do this quickly and to label the product (or leave our labels) on the product.

Replacement PCBs

Where it is possible Coin Cascade is happy to provide replacement pcbs to cover warranty work on pcbs but only when the faulty pcb has been returned to our service department to enable us to assess the problem fully. Operators who are returning "swap" pcbs to us

Neo-Geo Single Slots

If your neo-geo one slot suddenly appears with a blank screen (generally after someone has been adjusting the dip switches) please check that dip switch #8 is off. When dip switch #8 is on the game is in freeze mode and all you get is a blank screen.



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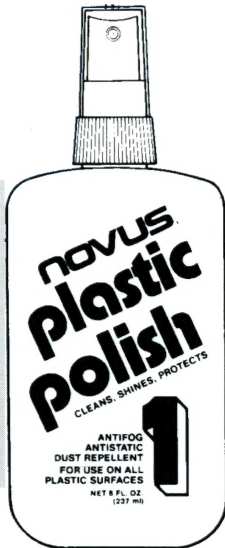
DIAMOND

Playfield Cleaner for Pinballs

ONLY
\$15
EACH

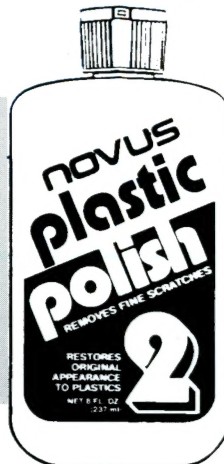
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Gently cleans
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shine that resists
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discolored plastics.



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No. 1 polish gives all hard shiny surfaces a "like new" shine that lasts. It works fast, without smearing, and without the labor associated with conventional polishes. The result is a clean, smooth, greaseless shine.

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After removing the damage No. 2 seals and protects the restored surface with a layer of polish. The result is a deep shine that resists scratching, marking and aging.

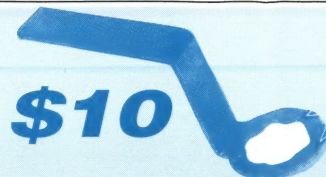
• **When You Want to Avoid Health Risks.**

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Use No. 1 polish before and after using No. 2. With their combination of protection your plastic will look better, last longer, and be easier to maintain.

SPANNER
FOR MCA BUTTONS



INSIDE VIEW

Cashbox Tells The Story

Mortal Kombat has been running at Stages for many weeks. I have never seen a combat game take as much money per week as this game. We had ideas of the earning potential but are amazed at what it has now become. The picture is unequalled with amazing digital graphics and a sound so real its almost like being there. Unfortunately this is a dedicated unit and is not likely to be released in kit form until early in the new year. What a great game for Christmas.

Changes - Backward or Forward?

Many locations change hands from time to time but none as bizarre as the two Superstrikes in Auckland. Over the last 12 months they have gone from having old style 20" amusement machines on 20c and 40c play with average turnover to the modern 26" 50c and \$1 for latest games with a much higher turnover. Changing hands once again in recent weeks, has seen a complete turn around reverting back to the old 40c play. It is unfortunate that we encounter such thinking as it's become one step forward and two steps back. When will people learn to look to the future.

Success

I recently delivered a Terminator II Pinball to the 'Tappers Bar' in the Finance Plaza, Auckland. It was indeed an impressive sight to witness such large volumes of people constantly coming and going in a city filled with so many Bars. These guys really know how to make it work.

DOCTOR WHO

Doctor Who, based on the famous UK television series, is the latest pintable from Bally. The game features all the seven doctors who have graced the TV programme and of course, 'baddies' such as Davros and the Daleks. One of

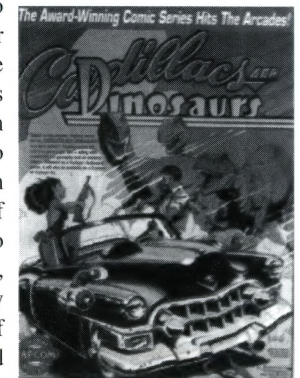


the principle features is the Time Expander, which is activated when the players lock two balls on level one. Level two will then be exposed and the challenge of restoring Earth time back to normal factor 0 by lighting all 15 control panel lamps.

CAPCOM

Capcom has released Cadillacs and Dinosaurs, based on a US comic series. Available as a three-player dedicated game it will also be on

release as a two or three player kit. The game features characters from the comics who do battle with dinosaurs of various ilks to reach their goals, accompanied by a variety of stunning sound effects.



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To: The Video Game Industry and Players



used existing technology to create a superior game at the cutting edge of video game technology.

'Art of Fighting' includes vividly animated action, big characters, zoom-in battle scenes, the challenge or 'raz' button, and the spirit gauge or 'psyche system'. Through this rich assortment of functions, SNK has gathered a great deal of praise after presentations of 'Art of Fighting' at the recent JAMMA Show in Tokyo and at the AMOA in America. For this, we are very grateful.

After the introduction of the NEO-GEO MVS (or Multi-Video System) at the end of January in 1990, our company has worked hard to popularise our products through a variety of promotional and sales activities throughout the world. As a result of our efforts, we have not only proven how good our products are, but we have shown the benefits our products bring to our dealers and users as well.

Based on the fundamental thinking behind NEO-GEO and the management of SNK, we are able to provide an economically

priced system along with a steady supply of high quality, low-price software. Because our system is easy to maintain and constantly evolving, operators are able to enjoy low operation costs and high margins of profit. Due to this, SNK has become a highly reputed force in the amusement industry.

Our company has sensed very early that it is not enough to simply present high-quality products at high prices. If a game is highly priced, it is natural that, in proportion to this price, the amusement should be incredibly entertaining. Therefore, we feel it is the mission of the manufacturer to bring to the consumer, superior quality at stable, reasonable prices.

We at SNK are planning to push the boundaries of video game conventions into newer, more exciting territories. Our first step is to be made by releasing at least six (6) Hundred Mega Shock titles a year. With this Hundred Mega Shock series, we hope to not only increase our sales, but we hope to invigorate our industry by bringing in new players and new ideas.

We also promise to stay fresh by enlisting various software makers who will create games under the NEO-GEO banner.

I thank you, the operator, for all your loyalty and support.

Eikichi Kawasaki
President of SNK Corporation



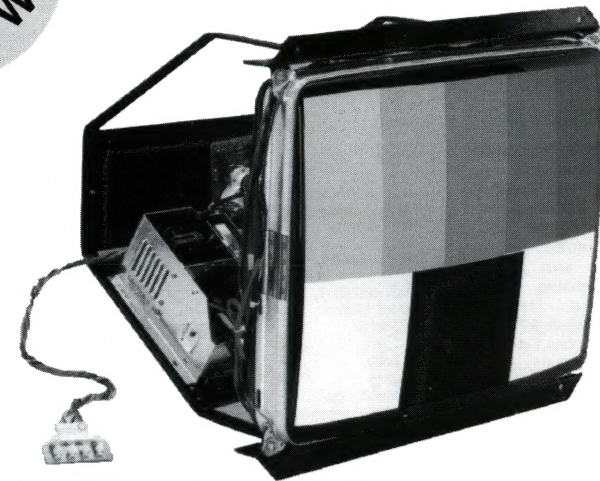
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KT-1505		15A	3A	1A	
KT-1305	AC	12A	2A	0.5A	0.5A
	110V-220V	15A	3A	1A	

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Beneficial new system.

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SPECIFICATION

JAMMA CONVERTIBLE

POWER

+5V2A OR MORE

+12V1A OR MORE

WHATS OUT?

Warning: The following two reviews should not be read at the wheel of a moving family automobile! Hey, race fans! This is your month! Check it out!

Final Lap 3 - Namco

After weeks, nay, months of agonising, wringing our hands and watching Nigel Mansell have all the fun, we got it!! It's nothing less than Final Lap 3, one of the most talked about, speculated on, contemplated racing games to come this way. Volumes could be written about FL3 and its delinquent debut, but we'll leave that to the academicians. Why not let the machine have the first words for itself?

Yes, this game builds on the base of its immortal predecessor Final Lap 2. Granted, with all these additions to the series (maybe - far in the future - a Final Lap 4? How about it Namco? Huh?), the word 'Final' may be a misnomer, but if it's race action you want, brother (or sister, as the case may be), you got it.

Shown for the first time at the JAMMA show near Tokyo this past August, Namco has made many changes to the game that differentiate FL3 from FL2. Cosmetically, the game has a new cabinet and style, actually several new cabinets and styles, the specifics of which will be announced at a later date, but if you wanna get to the meat of matters, take a glance at what this baby packs under the hood, or, ah, er, in the PC

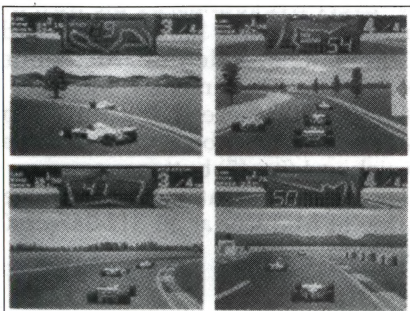


board.

FL3 gives you a choice of four courses that can take you, as the demo screen says, 'Around The Europe (!)'. The Europe, in this case, is defined as F-1 tracks in Spain, San Marino, England and France. Each course has its own twists and turns, as well as straightaways that the player has to master.

And it's no easy task. Spain's course has a long straight north track that turns into a gnarly series of hairpin turns on its southern side. The San Marino course is an irregular circuit specifically designed to cause spectacular collisions between racers. England's course is the straightest, therefore the fastest (and in some cases, the dullest), while the French course features two long straightaways separated only by several sharp turns.

Pretty intense stuff from the fellows who wrote the book on video racing. But It's not over, yet. There's one more racing game up this month. Who's better? Read on. You be the judge.



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NAME	TYPE	PRICE *
Silent Dragon (English Version, Taito)	fighting	\$911.00
Soldam (Jaleco)	puzzle	\$1769.00
Spider Man (Sega, 32 bit cpu, 1-2 player)	fighting	\$1400.00
Spinal Breaker (Video System)	shooting act	\$427.00
Strike Gunner (Stg, Tecmo)	shooting	\$427.00
Strato Fighter (Tecmo)	fighting	\$427.00
Street Fighter (Capcom)	fighting	\$814.00
Street Fighter II (Champion Edition, Capcom)	excellent fighting	\$2690.00
Street Smart (SNK)	fighting	\$588.00
Super Formula (Normal Joystick Type)	car racing	\$540.00
Super High Impact	sports	\$701.00
Super Shanghai	puzzle	\$1882.00
Super Space Invader (Majestic 12, Taito)	shooting	\$1024.00
Super Master's Golf (W/Special Controller)	sports	\$1153.00
Super Pinball Action Tecmo	pinball game	\$733.00
Super World Stadium	sports	\$1672.00
Task Force Harrior (UPL)	shooting	\$540.00
The Simpsons (Konami, 2-4 player)	comic	\$1185.00
Thunder & Lightning II (Block Carnival)	block	\$1446.00
Thunder Blaster (Irem)	shooting	\$862.00
Thunder Dragon (Tecmo)	shooting	\$653.00
T.M.N.T. (Konami)	fighting act	\$782.00
Truxton (Toa)	shooting	\$540.00
Truxton II (Toa)	shooting	\$1217.00
Tumble Pop (Deco)	comical	\$637.00
Twin Bee II (Konami)	shooting	\$701.00
Twin Cobra (Taito)	shooting	\$588.00
Twin Hawk (Taito)	shooting	\$491.00
Undercover cop (Irem)	fighting new	\$1398.00
Varth (Capcom) (B)	shooting	\$2000.00
Vendetta	fighting	\$1414.00
Violence Fight II	fighting	\$975.00
Volified (Taito)	puzzle	\$653.00
Wolf Fang (Deco)	shooting	\$653.00
Wrestle Fest (Technos Japan)	fighting	\$540.00
WWF Super Star (Technos Japan)	fighting	\$588.00
Xexex	shooting	\$975.00
X-Multiply (Irem)	shooting	\$540.00
X-Men (Konami, 4 player)	fighting	\$1760.00
Zero Wing (Toa)	shooting	\$459.00
Zing Zing Zip (Tecmo)	shooting	\$1527.00
64 Street (Jaleco)	fighting	\$1072.00



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NAME	TYPE	PRICE *
Fixeight (Taito)	shooting	\$1072.00
Flipper Jack	flipper game	\$540.00
Gals Panic (Kaneko)	puzzle	\$830.00
GI Joe (Konami)	shooting act	\$1366.00
Golden Axe	fighting act	\$588.00
Golden Axe II (Sega)	fighting new	\$2390.00
Golfing Greats (Konami)	sports	\$1398.00
Growl (Runark)	shooting act	\$1137.00
Conversion Kit For 'Growl' (Taito)	shooting act	\$400.00
Gun Force(Irem)	shooting act	\$782.00
Gun Frontier	shooting	\$879.00
Gun Hawky (Irem)	comic	\$701.00
Hat Trick Hero (Football Champ, Taito)	sports	\$1217.00
Hammering Harry	comic act	\$400.00
Heated Barrel (Tad)	shooting act	\$1930.00
Hell Fire (Toa, 2 player)	shooting	\$443.00
Ikari (SNK)	shooting act	\$200.00
Karate Blazers (Video System)	fighting	\$862.00
King of Dragons (Capcom)	fighting act	\$1769.00
Legionnaire	fighting	\$943.00
Macross (Banprest)	shooting	\$1479.00
Major Title II (Irem)	sports	\$2488.00
Midnight Resistance (Deco)	shooting act	\$701.00
Mistic Riders (Gun Hawky, Irem)	comic	\$701.00
Ninja Gaiden (Shadow Warriors, Tecmo)	fighting act	\$540.00
Ninja Turtles (T.M.N.T., Konami)	fighting act	\$782.00
Pacmania (Namco)	comic	\$830.00
Punk Shot	sports action	\$427.00
Prehistoric Island	shooting	\$524.00
Perfect Billiard (Data East)	billiard	\$346.00
Pipi and Bibi (Toa)	comic	\$588.00
Pole Position II (Namco)	car racing	\$620.00
Rim Rockin' Basket Ball	sports	\$620.00
Riot City (Sega)	fighting	\$750.00
Roller Games (Konami)	sports	\$733.00
Rolling Thunder II (Namco)	shooting act	\$1398.00
Ryger (Taito)	action	\$491.00
Saboten Bombers (NMK)	comical	\$620.00
Sand Scorpion	shooting	\$911.00
S.A.R. (SNK)	shooting act	\$701.00
S.C.I. Kit (Full Kit, Taito)	car racing	\$3220.00
SD Gundam	action	\$588.00
Shogun Warriors (Kaneko)	fighting	\$1120.00



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Virtua Racing - Sega Enterprises



And over in the blue corner ... Jam's Battle of the Racing Simulators continues with a hard VR left hook from Sega with a game is called Virtua Racing, and it has got one of the clearest, realistic screens video racing has ever seen.

This is also a racing game that can't be missed. The idea is simple ... get to the finish line before your competitor. It's the way in which you do it that will either make you or break you. First, the player(s) choose a course, based on either beginning, intermediate or advanced levels of play, then select which VR mode They want the drive in.

Huh? VR mode? Yeah ... VR mode. You have four of them. The first one is a cockpit view, looking at the track from the driver's own eyes. The second mode puts you looking down on the action from just above your car. It's the standard viewing angle for most racing games. You don't want this one; it's too ordinary. The third view is from far above the car, say five meters or so. You can see well ahead of the track with this



one. The last view is from the sky, about 50 meters up or so, looking down on the race.

Unless you're really used to this angle, it's exceedingly difficult. Whichever you choose is your prerogative. Besides if you get bored with the view, you can always switch angles on the fly. But enough about that.

The race is intense. It gets even better when you're competing against somebody. If you're not distracted by the realism of the game itself (skid marks left on the road, road signs that can be run down and don't miraculously come back on the next lap, etc), racing against someone in this game is as neat as the real thing. The player's seat is dynamic, using hydraulic arms to poke and prod you (supposedly to give you the feeling of motion) as you turn, slide and crash. As you come up on an opposing player, you can literally bump him out of position and take over. The problem is that the favour can be returned.

While it is difficult to really lose control of your car, it is also hard to maintain a straight course. In all, it depends on how well the player can adapt to the movements of the car.



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USA '92 Review & Outlook

Games Performance - 1991

Income Change (Reported and Anticipated) and Source

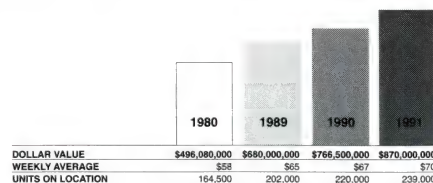
Type of Equipment	Reporting change in gross income (Average % change)	Anticipating change in gross income (Average % change)	Source of gross revenue (% share)
	1991	1992	1991
Games (all types)	+2%	+3%	56%
Music	+10%	+12%	18%
Cigarette vending	-15%	-12%	8%
Other vending	+10%	+10%	18%

Locations - 1991

90% of operators report serving TAVERN/BAR stops, which make up 46% of all locations.
70% of operators report serving RESTAURANT stops, which make up 13% of all locations.
56% of operators report serving PRIVATE CLUBS, which make up 9% of all locations.
39% of operators report serving RETAIL STORES, which make up 9% of all locations.
28% of operators report serving SHOPPING MALLS, which make up 10% of all locations.
50% of operators report serving other types of stops, which together comprise 13% of all locations.
45% of operators report having no ARCADE locations, while 12% serve these exclusively.
On average, 15% of all games are operated in ARCADES.

Pool Tables

The sustained popularity of coin-operated pool tables got another shot in the arm in 1991, with total earnings making a leap of over \$100 million, from \$766,500,000 in 1990 to \$870,000,000 in 1991. In fact, the across-the-board growth in this market segment saw average weekly collections climb from \$67 to \$70, and units on location increasing from 220,000 to 239,000. This surge has been supported by the rise in multiple-table locations (including sports-themed bars), as well as larger pool and billiard halls. Thanks to a truly diversified player base, operators have also benefited from nationally sponsored



leagues and tournaments, assuring that pool tables remain a profitable long-term staple for street operators.

Video Games

Although they remain the largest earning category of amusement equipment, accounting for roughly one third of all revenue, video games continued a downward dip in 1991, with total earnings



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PCB PRICES - EX JAPAN

NAME	TYPE	PRICE *
Acrobat Mission	shooting	\$588.00
Aero Fighter (B) 21000	shooting	\$900.00
Air Buster (Namco)	shooting	\$540.00
Alien Storm (Sega)	shooting	\$653.00
Arabian Fight (Sega)	fighting	\$1608.00
Asterix (Konami)	comical	\$1398.00
Atomic Punk (Bomber Man)	comic	\$717.00
Be Rap Boy	action	\$911.00
Block Carnival (Thunder & Lightning II)	block	\$1446.00
Bucky O'Hare (Konami)	shooting	\$1900.00
Cadash (Taito)	role playing	\$491.00
Captain America	fighting	\$1024.00
Champion Wrestler (Taito)	fighting	\$669.00
Chase H.Q. Kit (Full Kit, Taito)	car racing	\$2900.00
Clutch Hitter (Sega)	sports	\$1072.00
Combatribes (Technos Japan)	fighting	\$400.00
Continental Circus	car racing	\$1056.00
Cosmo Gangs (Namco)	shooting	\$1656.00
Crime Fighters (Konami, 2-4 player)	fighting	\$782.00
Crime Fighter II (Vendetta, 2-4 player)	fighting	\$1414.00
Crude Buster (Deco)	fighting	\$733.00
D.D. Crew (Sega)	fighting act	\$701.00
Dead Connection (Taito)	shooting	\$1185.00
Diet Go Go (Deco)	comic	\$1800.00
Death Blade (Date East)	fighting	\$750.00
Dogyuun (Toa)	shooting	\$1850.00
Double Dragon II (Technos Japan)	fighting	\$459.00
Double Dragon III (Technos Japan)	fighting	\$491.00
Down Town (Taito)	fighting act	\$475.00
Drift Out (Visco)	car racing	\$750.00
Dyna Blaster (Bomber Man, Irem)	comic	\$717.00
Dynasty War II (Capcom)	action new	\$3220.00
E.D.F. (Jaleco)	shooting	\$459.00
Explosive Breaker (Kaneko)	shooting new	\$1559.00
F/A (Namco)	shooting	\$1769.00
Funky Jet (Deco)	action new	\$1024.00
F-1 Grand Prix (Video System)	car racing	\$782.00
F-1 Grand Prix II (Video System)	car racing	\$2656.00
Final Star Force (m)	space	\$1890.00
Fire Shark (Toa)	shooting	\$669.00

* All pcbs are priced based on the exchange rate applicable. Hence prices may change if the exchange rate has changed.
Allow two - three weeks delivery.



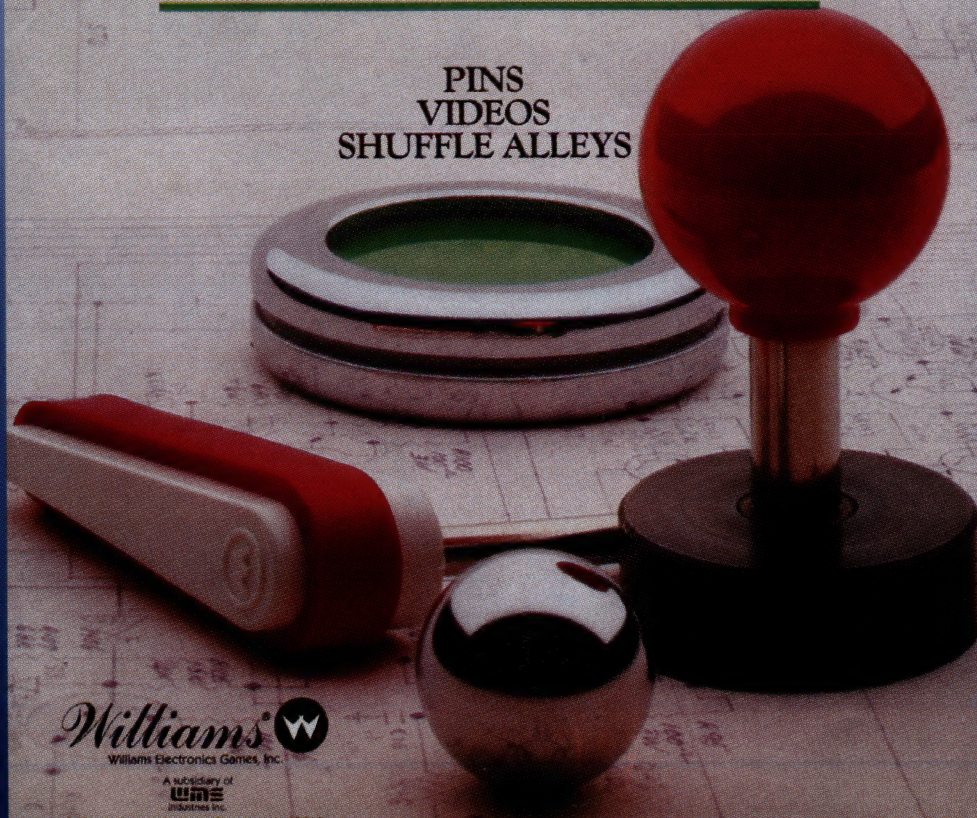
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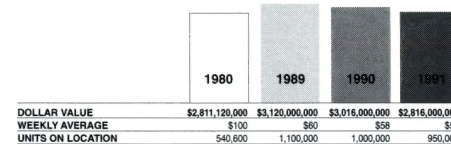
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TIME OUT

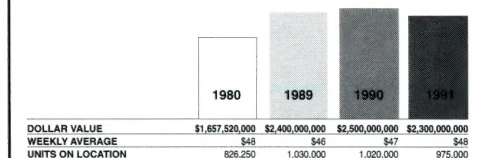
of \$2,816,000,000 showing a significant decline from \$3,016,000,000 in 1990. The accompanying drop from 1,000,000 units on location in 1990 to 950,000 in 1991 is an indication that standard video kits are being removed from both street routes and larger arcades and family fun centres. Nonetheless, the potential for blockbuster games still exists, as demonstrated by the success of Capcom's 'Street Fighter II' series, and the advent of new 32-bit graphics, laser disc, hologram and even virtual reality technology which will create a new generation of higher-priced video game experiences for players in the next few years.



Flipper Games

In a year that saw the growth of organised tournament play and continued media coverage, pinball machine earnings and units on location dropped, to \$2,434,000,000 and 975,000, respectively. This slight decline from 1990's \$2,500,000,000 and 1,020,000 is partly due to the dramatic rise in international demand, which saw factories increase export sales and many used pieces removed from locations and shipped overseas. Nonetheless, average weekly collections

grew from \$47 to \$48, reflecting the success of 50 cent/three-for-a-dollar play. A proliferation of movie-themed licensed games continues to attract new players, while innovative new technical features have made machines easier to service and maintain, assuring games a long life on location and improving operators' bottom line.



Coin Phonographs

The growth of the coin-operated music industry remains directly attributable to the ongoing transition from vinyl-supported equipment to the new CD models, that are now being operated by 75% of all music operators. While CD only accounts for 20-25% of all boxes on locations (including both CD and combo boxes), the new technology has helped operators increase play pricing and strike better splits with both old and new locations. Overall, a majority of 85% of music operators saw collections increase in 1991, with 70% expecting higher earnings in 1992. With the average number of jukeboxes per operation rising from 60 to 62, the number of large companies with more than 50 jukeboxes on location



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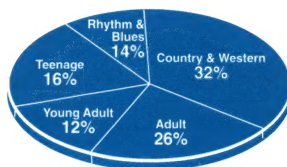
remained at 28%. The number of jukeboxes registered with the Jukebox License Office also increased in 1991, with operators taking advantage of lower rates and a sliding fee scale that benefits larger route operators. Thanks to greater participation from BMI and ASCAP within the AMOA's Jukebox Promotion Committee, a large percentage of licensing revenues were applied to high-profile consumer and location promotions. With an increased demand for new CD equipment, jukebox manufacturers struggled to fill orders in 1991, further prolonging the transition from vinyl - and record labels have responded by pressing current 7-inch singles on a limited basis. Five percent of music operators report running video jukeboxes, with several manufactures remaining committed to this potential wave of the future.

Music Equipment in use

70% of vending/music & games companies operate 50 or fewer jukeboxes. 8% of these companies also offer background music services in addition to the jukebox.

Coin Phonograph Pricing

25 cent pricing remained the industry standard in 1991, with 63% of all plays purchased at this price. 50 cent or three-for-a-dollar pricing gathers steam, jumping from four to 8%, while three-for-a-quarter and ten cent play all but vanished at one percent of total volume.



Dollar Bill Acceptors

The use of \$1 and \$5 bill acceptors increased in 1991 with 50% of music operators installing them in all of their jukeboxes, and 75% using currency validators on some of their phonograph equipment.

Phonograph Commission Rates

The number of music operators that paid locations 50% of jukebox earnings dropped from 85 to 80% in 1991, with the remaining 20% paying rates that ranged from as low as 30% to as high as 60%.

Phonograph Revenue Volume Change - 1990-1991, after commission

Reflecting an overall dip in coin-operated earnings, the percentage of operators reporting an increase in jukebox earnings dropped from 88% in 1990 to the 1989 figure of 85% in 1991.

Phonograph Locations by Type

Country & Western locations remained the leading type of jukebox stop, although the percentage dipped from 34 to 32% in 1991. Both adult and teenage stops saw their shares reduced - to 26 and 16%, respectively - as young adult type locations now account for 12% of the market, leaving rhythm & blues with the remaining 14% (down from 16% in 1990).

the product is the most important consideration.

Williams and Bally supply approx. 80% of the world pinball market because their products produce long term continuous earnings. This company understands how to make pinball machines that last - their latest 'self-percentageing' feature which actually automatically checks the skill of each player and adjusts individual playfield target scores to give a novice a good chance of achieving a free game (unique to Williams/Bally) is a good example of this. The worth of a pinball machine is in its ability to earn on a location after 6 months. - Williams/Bally have stood the test of time and are the acknowledged industry leader in their field. Therefore even if a Williams/Bally pinball cost an operator more initially than another model this works out to less than \$3 a week over the life of that product.

Quality is always worth paying for because it always pays for itself. **Williams/Bally pinballs are now being promoted.**

- Promotion: We intend to promote Williams/Bally pinballs starting from 'Black Rose' during 1993. Leisure & Allied have already indicated that their pinball competition next year will include NZ and hence operators can expect continuing support long after they have purchased their pinballs. Promotion that will directly increase the revenue in their cash boxes.

- **Electronic Coin Acceptors:** All Williams/

Bally pinballs are now being shipped with one electronic NRI acceptor (initially set on the coin mech dip switches to accept \$2, \$1 coins) and one \$10 mechanical \$1 coin mech. Operators are now seeing the increase in earnings achieved by this option and the long term flexibility it gives when an older pin must have its play price options changed to accept different coinage.

Stringing is also not a problem with an electronic acceptor and any future coinage changes (ie: government proposed scrapping of 50c, 20c coins and replacing them with quarters) are not a concern.

As we know and understand from the video game 'Hit Syndrome' while initial earnings are important (and we certainly get these from Williams/Bally) long term earnings, long term product support and long term promotion combine to give you the best **Return on Investment**. Williams/Bally combine these with long term experience and stand alone as a company that has proven itself time and time again to produce long term winners.

Be a Winner - Buy a Winner - Buy Williams/Bally from Coin Cascade.



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THE PINBALL MACHINE

RETURN ON INVESTMENT IN NZ

The ability of the modern Pinball machine to earn higher revenue in NZ is based on a number of factors that at the moment transcend to a large extent traditional geographical boundaries.

- Pinballs are 'familiar' to a large group of 'older' players who remember/played pinball years ago and are comfortable playing it today. They can understand the basic concept (which is quite simple) and enjoy trying to master the game. Many of these 'new customers' would not play video games simply because the initial concept of the game is difficult to understand and far too complex to actually enjoy.

- Pinballs are now being located in many quality venues. Top hotels and clubs are including them more and more as part of their product mix. Hence as pinballs are seen more and more in upmarket surroundings they are perceived in a better light. There is no stigma attached to them.

- Pinballs appeal to this 'new market'. Most of this 'new market' has discretionary income to spend on entertainment. They do not mind \$1 or \$2

play as long as they are enjoying the entertainment. Many traditional operators of video games who buy a pinball fail to see the expected income because they expect their existing customer base to play the unit. This is the exciting thing about pinball - it is played by a new market and actually increases the revenue of a games room rather than just shifting it from the old 'hit' video game to the new 'hit'. But - it must be promoted in that location. This 'new customer' does not come in now and he/she must be informed of this new product - once informed this customer must find the environment in your games area to be as comfortable/natural as they enjoy in other entertainment venues (ie: bars, bowling, theatres). We are competing for this discretionary entertainment dollar with a number of other businesses - we must perform accordingly.

- Williams/Bally Pinballs are earning more for longer. Pinballs are expected to earn a return for the operator for up to 6 years and over the life of these units the longevity of earnings rather than the initial cost price of

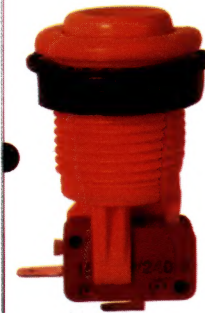


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New Release MCA 003 Pushbutton Assembly

Export Quality Checklist

Superior Design Features	✓
Worldwide Compatability	✓
Reliability	✓
Material Selection	✓
Ability to Supply	✓
Competitive Pricing	✓
Ongoing Support	✓

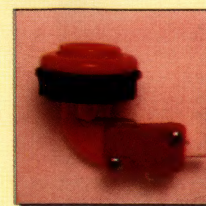


Our Objectives

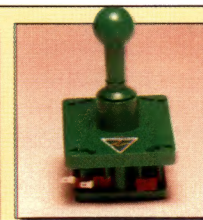
At Multicoin we are dedicated to producing quality products of unique and usefull design to give maximum reliability and long trouble free use for the Coin Machine Operator.
An instrumental factor in helping us acheive our objectives has been the support of the Australian operator, we sincerely thank you for this ongoing support.

Features:

- Micro Mounting vertical or horizontal all in one
- Quality Nylon constuction
- Stainless Steel Spring
- Fits Wooden or Metal Panels
- Available in seven colours



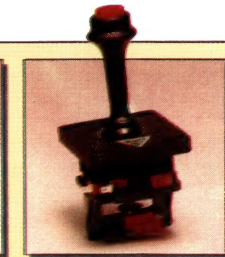
MCA 002



MCA 101 (E)



MCA 101 (B)



MCA 101 (D)

DECEMBER SPECIAL

Buy one control in December and recieve two MCA buttons 'FREE'

INTERNATIONAL NEWS

Vending Income - USA

The latest 'Vending Times' survey in the USA reports total USA sales of \$26 billion dollars. While the vending industry recorded increases in vended cold can drinks, vended ice cream, vended cup cold drinks, vended milk, vended juice and decreases in vended hot drinks, vended bottled cold drinks, vended pastries, vended confections and snacks, vended cigarettes (approx. 3 billion dollars) the industry as a whole recorded a slight increase of 1/2% over the previous years business. When you consider the few vending machines we see in NZ there must be tremendous potential in this business in the future.

Music and Games - USA

Total revenue for our industry in the USA dropped slightly to \$7.3 billion dollars with games accounting for approx. 1/3 of this. Further details pages 12,13,14.

Pinballs

Watch for sample units of Williams/Bally pinballs at selected locations around NZ. 'White Water' - from Williams, 'Creatures from the Black Lagoon' - from Bally (neither units will be produced for sale till mid -1993).

France -
Battle of the Videos

The new generation of sophisticated consumer games is taking its toll on the arcade industry in relation to video games, according to Andre Mulon of French distributors Amiro.

He said that two factors are involved: firstly that the quality of consumer games is improving all the time so the gap is closing between a consumer and arcade game and secondly that children now play video games from the age of

about six so, by the time they are of an age to go into arcades, the novelty of playing games is not so strong.

The biggest customers for French distributors are the powerful travelling showmen who take amusement-only, the pusher-style games, with fairs being the only sites on which any form of redemption game is permitted.

Football games are also exceedingly popular in France with up to 5,000 per year going onto the market.

UK

Introduced for the first time at JAMMA, Capcom's latest product looks set to revolutionise traditional stereo sound. The "Q" Sound system is based on 3D sound which brings to players realistic sound effects and all-round sound, even in a busy arcade. For the system and in conjunction with their software team, Capcom has developed Warriors of Fate, a fighting adventure game with Multi-Dynamic-Actions which can be housed in a three or two-player cabinet and is available without the "Q" Sound speaker kit.

SNK is to hold a special preview in Tokyo in December of two new games for the Neo-Geo system - Fatal Fury 2 and Super Side Kicks. FF2 is a three-dimensional fighting game with zoom effects and superb graphics while Super Side Kicks is a conventional European-style football game. The two new games are expected to take the Neo-Geo system through to March or April when further new releases can be expected according to Yoshikazu Jinno, SNK's general manager, overseas division.

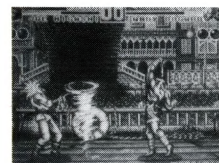


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FATAL FURY 2

There's something to be said for fighting games. Without hurting anyone, they're a great way to relieve the stress that builds up over a day. Players project their own lives and conflicts on to the game, with the opponent being an irate boss (or trade journal editor), a rebellious child or annoying taxman. In the end, the game is over, stress is released and nobody has said or done anything they will regret. Continuing the strong, bold tradition high impact, realistic martial arts games have built, SNK proudly announces the release of its newest smash-em-up and break-their-bones game, *Fatal Fury 2*, another in the company's 100M series.

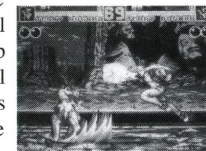
With up to eight characters to choose from, the player has a variety of ways to churn up some action. First, there's Terry and Andy, the battling Bogard brothers. Terry is a martial arts expert and Andy is a master at koppo, an ancient form of martial arts from Japan. In addition, there's Joe Higashi, who's into muay thai, a form of kick boxing; Kim Kaphwan, a Tae-Kwon Do aficionado; Big Bear, a



professional wrestler; Jubei Yamada, a top judo fighter; Chin Shinzan, one of the world's top kung-fu artists; and Mai Shiranui, a dangerous ninja. Echoing Street Fighter II: Champion

Edition a little, Fatal Fury 2 players can even, if they desire, challenge themselves (ie their own character) to a fight against themselves. Once the scenario is set up and players decide who they are going to fight against, the game goes for 12 solid rounds.

Characters are controlled by an 8-directional joystick and four buttons. The 'A' button is for punching, the 'B' button is for kicking, 'C' makes the character perform a strong punch, and 'D' gets the enemy in the gut with a strong kick. The player can use the joystick as both an offensive and defensive weapon against the opponent. In short, Fatal Fury 2 is a souped-up version of the original Fatal Fury. The game's ROM is packed in a durable cartridge.



New From Capcom

THE OFFICIAL TURBO STREET FIGHTER II CHAMPION
EDITION ENHANCEMENT KIT

What is the "Turbo" upgrade kit?

The TURBO ROM UPGRADE KIT is a software enhancement for your SFII Champion Edition call "Hyper Fight". The new TURBO KIT will improve your current Champion Edition as follows:

FASTER GAME PLAY: The on screen action is speeded up to push even the best players abilities to the limit while still being 100% playable.

NEW SECRETS: Players love secret moves and TURBO delivers plenty! Just check out the reaction when players discover Chun Li's secrets!

IMPROVED GAME PLAY: Also included in the TURBO KIT, is a special improved version of Champion Edition. The overall game play has been refined to equalize the abilities of all twelve characters.

ULTIMATE PLAYER SATISFACTION: Street Fighter Players demand intense competition, fair game play and nonstop action, the TURBO KIT enhances all of these elements to max out your customers enjoyment.

Benefits to the Operator

LOW COST: The Capcom Turbo Rom Kit includes new software enhancements.

INCREASED EARNINGS: Attract additional revenue.

WARRANTY SAFE: The Official Turbo Street Fighter II Champion Edition Kit will not void you existing Capcom Warranty.

QUALITY: The TURBO KIT, created by the original designers of Street Fighter II, assuring you the same high quality that make the Street Fighter series so successful. You can install the TURBO KIT with confidence knowing that it is a Capcom produced product.

FOR MORE DETAILS, CONTACT YOUR CAPCOM DISTRIBUTOR